

IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1)  
Space Culture – Public Engagement in Space through Culture (9)

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GAMES AS A TOOL TO RECOGNIZE AND RESOLVE ONGOING SPACE ACTIVITY CHALLENGES

**Abstract**

Games are an indispensable part of our childhood as well as adult life as well as they teach, discipline to follow the rules, engage in social communication, provide a model of solving the problems, and just are the means to have fun. Active debris removal, space resource utilization are challenges the model of solving of which will determine policy, economy and social being for youth and future generation because they are based on the tragedy of global commons with solid roots in the psychology of human beings. The theory of games suggests us numerous types of model rational or non-rational behavior that attract attention by engaging into finding the solution and illuminates myriads of non-ordinary strategies. The presentation is aimed to reveal the model of resolving situations like risk of collision in outer space, choice of debris for active removal or "territorial claims" in space using the concept of Nash equilibria on the basis of the requirements of effective international law. Legal requirements create a general framework, but leave a considerable space for uncertainty and imagination for searching nonstandard solutions. As a result, legal and policy games as a powerful tool to resolve ongoing space activity challenges are planned to present for the insertion of them into the educational process and culture as many people as possible.